S306 BACHELOR OF COMPUTER SCIENCE
FACULTY OF SCIENCE, ENGINEERING AND BUILT ENVIRONMENT

FOR STUDENTS COMMENCING TRIMESTER 2 2022

When you first enrol via StudentConnect and go through the enrolment steps, you may be able to simply confirm any units that are pre-populated for you. You can also add any that you need to do, as part of your first year's enrolment – by using the information on this map and in the Handbook.

You must also complete the following compulsory zero (0) credit point units: STP010 Career Tools for Employability (0 credit points)
AND STP050 Academic Integrity (0 credit points)
AND SIT010 Safety Induction Program (0 credit points)

YEAR 1 Year: 2022	Trimester 2				
	Trimester 3				

YEAR 2 Year: 2023	Trimester 1				
	Trimester 2				
	Trimester 3				

YEAR 3 Year: 2024	Trimester 1				
	Trimester 2				
	Trimester 3				

YEAR 4 Year: 2025	Trimester 1				
	Trimester 2				
	Trimester 3				

* Students may undertake STP301 Industry Based Learning as an alternative to SIT306 IT Placements and Industry Experience.

S306 COURSE RULES

- Must pass 24 credit points for course

- Must pass ALL units in {SIT010, STP010, STP050}

- Must pass ALL units in {SIT102, SIT103, SIT111, SIT112, SIT192, SIT202, SIT215, SIT221, SIT223, SIT232, SIT292, SIT306, SIT315, SIT320, SIT374, SIT378}

- Must pass 14 credit points at levels {2, 3}

- Must pass 6 credit points at level {3}

- Must pass no more than 10 credit points at level {1}

- (Must pass 1 unit set(s) in {Data Science (MJ-S000087), Robotics (MJ-S000088), Internet of Things (MJ-S000089)}
  OR
  Must pass 1 unit set(s) in {Embedded Systems (MN-S000005), Game Design (MN-S000006), Virtual and Augmented Reality (MN-S000009), Cloud Technologies (MN-S000011), Full Stack Development (MN-S000012)}
  OR
  Must pass 2 unit set(s) in {Embedded Systems (MN-S000005), Game Design (MN-S000006), Virtual and Augmented Reality (MN-S000009), Cloud Technologies (MN-

S000011), Full Stack Development (MN-S000012)})

FOR USE ONLY WHEN UNDERTAKING A CONSULTATION WITH A STUDENT ADVISER:

Student ID:	Name:		
Deakin email:		Preferred contact no:	
Year commenced:	Period commenced:	eCOE (if applicable):	Campus:	Mode:
Student adviser:			Date:

Notes

GENERAL INFORMATION

This course map is a guide only. You must also ensure you meet the course rules and structure as set out in the official University Handbook of the year you commenced your course. This course map has been created to be used electronically.

Not all units are available in all study periods or mode of delivery.

- Full time study is typically three to four units (or credit points) each study period.
- Part time study is typically one to two units (or credit points) each study period – part time study will extend the duration of your studies.
- Trimester 3 is typically an optional study period - unless it's your first study period and/or a compulsory study period for your course.

Unit options can be found in the 'Advanced Unit Search' in the most current year's University Handbook.

If you have applied for or received credit for units as recognition of prior learning (RPL), it may alter the units you need to study.

Please seek advice from a Student Adviser in StudentCentral if you have any queries or need help understanding your course structure and unit options.

S306 BACHELOR OF COMPUTER SCIENCE MAJOR UNIT SETS

DATA SCIENCE (MJ-S000087)
SIT199 Applied Algebra and Statistics
SIT220 Data Wrangling
SIT307 Data Mining and Machine Learning
SIT314 Software Architecture and Scalability for Internet-Of-Things
SIT319 Deep Learning
SIT330 Natural Language Processing and Artificial Intelligence

Completion Rule
- Must pass all unit(s) in {SIT199, SIT220, SIT307, SIT314, SIT319, SIT330}

INTERNET OF THINGS (MJ-S000089)

SIT123 Data Capture Technologies

SIT210 Embedded Systems Development

SIT307 Data Mining and Machine Learning

SIT314 Software Architecture and Scalability for Internet-Of-Things

SIT329 Advanced Embedded Systems

SIT331 Full Stack Development: Secure Backend Services

Completion Rule
- Must pass all unit(s) in {SIT123, SIT210, SIT307, SIT314, SIT329, SIT331}

ROBOTICS (MJ-S000088)

SIT122 Robotics Studio

SIT123 Data Capture Technologies

SIT210 Embedded Systems Development

SIT217 Robotics Project

SIT310 Robotics Application Development

SIT332 Robotics, Computer Vision and Speech Processing

Completion Rule
- Must pass all unit(s) in {SIT122, SIT123, SIT210, SIT217, SIT310, SIT332}

S306 BACHELOR OF COMPUTER SCIENCE MINOR UNIT SETS

CLOUD TECHNOLOGIES (MN-S000011)

SIT113 Cloud Computing

SIT314 Software Architecture and Scalability for Internet-Of-Things

SIT323 Cloud Application Development

SIT325 Advanced Network Security

Completion Rule
- Must pass all unit(s) in {SIT113, SIT314, SIT323, SIT325}

EMBEDDED SYSTEMS (MN-S000005)

SIT122 Robotics Studio

SIT123 Data Capture Technologies

SIT210 Embedded Systems Development

SIT329 Advanced Embedded Systems

Completion Rule
- Must pass all unit(s) in {SIT122, SIT123, SIT210, SIT329}

FULL STACK DEVELOPMENT (MN-S000012)

SIT120 Introduction to Responsive Web Apps

SIT305 Mobile Application Development

SIT313 Full Stack Development: Secure Frontend Applications

SIT331 Full Stack Development: Secure Backend Services

Completion Rule
- Must pass all unit(s) in {SIT120, SIT305, SIT313, SIT331}

GAME DESIGN (MN-S000006)

SIT151 Game Fundamentals

SIT253 Content Creation for Interactive Experiences

SIT254 Game Design

SIT283 Development for Virtual and Augmented Reality

Completion Rule
- Must pass all unit(s) in {SIT151, SIT253, SIT254, SIT283}

VIRTUAL AND AUGMENTED REALITY (MN-S000009)

SIT183 Interactive Application Design for Virtual and Augmented Reality

SIT253 Content Creation for Interactive Experiences

SIT283 Development for Virtual and Augmented Reality

SIT383 Assembling Virtual and Augmented Reality Experiences

Completion Rule
- Must pass all unit(s) in {SIT183, SIT253, SIT283, SIT383}